

Bulldog: Likes to slug it out toe-to-toe. Can sometimes trap a dancer against the ropes.

Two Player Game

Choosing the TWO PLAYER game takes you straight to the CIRCUIT STATUS menu. Here the players each select a fighter. Player one goes first, using a joystick to point to any of the 18 circuit boxers of World Champ. Press the FIRE BUTTON to confirm your choices. When player two is finished you're ready to see a PROFILE of your two fighters.

One Player Game

Pushing fire will GET a boxer you created earlier. All the boxer's statistics, including his earnings, record and RANK, are saved in memory as long as the computer is left ON. Choosing the NEW BOXER option will ERASE any boxers you came up with earlier and allow you to CREATE a new boxer.

Now you'll be prompted with the NEW BOXER FEATURES screen. Use joystick to point to the different features. Push fire to step through available choices. When you're happy point to CONTINUE and push FIRE to go on.

When you create a new boxer you are allowed to choose his starting rank. If you select NEW PRO you will start at the bottom of the ladder (rank number 19). If you think you've got what it takes choose CONTENDER, (rank number 10). This is your fighter's PROFILE SCREEN. When you've analysed the information press your fire button to continue.

Next is the CIRCUIT STATUS screen. You can select the two fighters ranked immediately in front of you or the fighter ranked just below you. Fighting "two ahead" is a quicker way to the top, but it's more dangerous. Move to your section and push fire.

This is your OPPONENT'S PROFILE screen. Study your adversary closely. If you change your mind move to REFUSE and push fire. If you ACCEPT the challenge push fire to send your boxer to TRAINING CAMP.

RINGSIDE

As in real boxing, your goal is to outscore or knock out your opponent in 10 or 12 round bouts. Each round is 3 "minutes" in length.

TRAINING CAMP

Training camp is the most important part of the game next to actually being in the ring. But before you train your fighter, study his attributes and notice how they can affect the outcome of each fight.

Endurance

Endurance is the key to knockdowns. When it's less than ten a knockdown will occur within the next few punches. Because of the THREE KNOCKDOWN RULE, if your fighter winds up kissing canvas three times in the same round the fight is over. (That's called a TECHNICAL KNOCKOUT).

Endurance goes down when you are hit and when you miss!

The scoreboard above the ring constantly displays both fighters' endurance register. Watch these numbers carefully! Endurance is indicated in the corners of the fight screen.

Stamina

The "toughness" register. Stamina may be thought of as back a percentage of the endurance he lost in the previous round. Also, when a boxer is knocked down endurance is less than ten! his chances of getting back up are related to his stamina. If his stamina is very high he will always get up but the lower it gets the better chance he will be knocked out. Stamina goes down every time you are hit.

Strength

This register reflects your fighter's power. A strong fighter's punches will do more damage. Every punch you throw — hit or miss — will drain your strength register.

Agility

Agility is the key to your boxer's punching speed. It too goes down with every punch.

You've chosen an opponent, studied his strengths and weaknesses, planned your strategy and now you have from 6-12 weeks to train for the big fight. There are five areas in which you can allocate your time. You don't have to spread your time between the five areas. You can capitalize on one of your strengths or compensate for one of your weaknesses. The choice is up to you! Here are the five

training areas and the effects they have on your status registers:

Road Works: Hitting the road has a tremendous impact on your endurance and helps build strength and agility.

Light Bag: The light bag is an agility builder. It also helps produce stamina.

Weights: Pumping iron is a strength-builder. A few weeks of hard work and you'll be amazed.

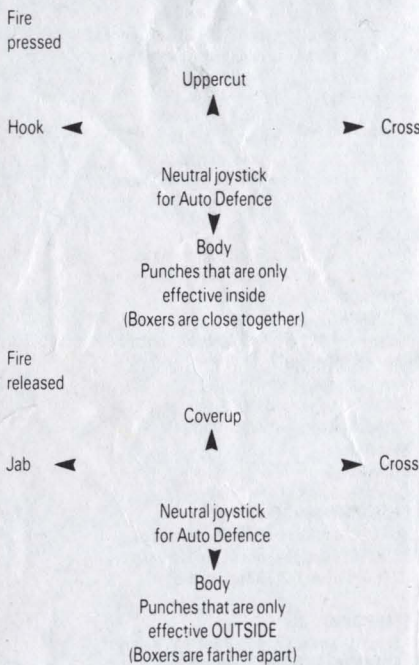
Spar Time: Practice in the ring will build all your registers but is especially good at boosting your stamina.

Heavy Bag: Punching the heavy bag is great for your strength but it's also helpful in "toning" your stamina and endurance.

To train your boxer simply move to an area and press fire. Every time you push the button another week will be allocated to that area. You can move to any area and devote up to 9 weeks as long as you don't exceed the total number of weeks left until the fight. When you are finished move to continue and press fire.

FIGHT TIME

To be successful in the ring you'll have to become an effective puncher. Some punches are only effective INSIDE while others are only effective when the boxers are OUTSIDE. Most important is being in the right range. Study the following chart and the descriptions of the various punches:



OFFENCE

Jab: The jab is an efficient point-scorer, a quick punch that doesn't do a lot of damage but isn't very tiring when you miss either.

Hook: The hook is slightly more damaging than the jab. It too is a quick punch and is good for scoring points without tiring the boxer unnecessarily.

UpperCut: The uppercut is an explosive punch from the INSIDE. It's moderately tiring and is a good knockout punch.

Cross: The cross is an explosive punch INSIDE and OUTSIDE. Crosses hit with tremendous impact but are also extremely tiring. Use them cautiously.

Head Shots: Jab, Hook, UpperCut and Cross — will always connect unless blocked by coverup or because the punches were not delivered from the right range.

Body Shots: The body punch is a power punch. It drains an opponent's endurance and his strength. Like the cross, it too is very tiring.

DEFENCE

Coverup: The coverup wards off all blows to the head. Your boxer WILL NOT move while he is covering up, so if you want to move you'll have to release the joystick and go to AUTO-DEFENCE.

Auto-Defence: Leaving the joystick in the neutral position will cause your fighter to go to AUTO-DEFENCE. This is an

effective defence against the body shot.

SPECTRUM
KEYS REDEFINABLE, OR USE SINCLAIR, KEMPSTON, OR PROTEK JOYSTICKS.

LOADING INSTRUCTIONS
Type Load " " " " and press ENTER.

AMSTRAD
KEYS REDIFINABLE, OR USE JOYSTICK.

LOADING INSTRUCTIONS
Amstrad 464: Press CNTRL and small ENTER.
Amstrad 664/6128: Type 1 TAPE and press RETURN, press CNTRL and small ENTER.

CBM 64/128
CONTROLS
USE JOYSTICK PORT 1 FOR 1 PLAYER.
USE JOYSTICK PORTS 1 & 2 FOR PLAYERS.

LOADING INSTRUCTIONS
Hold down Shift key and press RUN/STOP.

BARRY McGUIGAN'S
WORLD CHAMPIONSHIP BOXING

instruction leaflet

MASTERTRONIC

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BARRY McGUIGAN'S (CHAMPIONNAT DU MONDE DE BOXE)
 Félicitations: on vous invite à participer au championnat du monde de boxe. Que vous soyez forte comme un Turc, ce n'est déjà pas si mal, mais pour remporter le championnat il vous faudra encore quelques qualités: le sens de la stratégie, la finesse, des réflexes du tonnerre ainsi qu'une volonté dépassant celle qu'exigent la plupart des sports.

JEU A DEUX JOUEURS

En sélectionnant le jeu à deux joueurs vous passez directement au menu **CIRCUIT STATUS (ETAT DE LA TOURNÉE)**. Les joueurs se servent de la manette pour sélectionner chacun un des 18 boxeurs participant à la tournée. Le joueur n° 1 joue en premier.

JEU POUR UNE SEULE PERSONNE

Appuyez sur **FIRE (FEU)** pour retrouver un boxeur que vous avez créé auparavant. Toutes les données concernant le boxeur restent stockées en mémoire tant que l'ordinateur reste sous tension.

En choisissant l'option **NOUVEAU BOXEUR**, vous effacez tout boxeur sélectionné précédemment.

Vous verrez ensuite le menu **NEW BOXER FEATURES (DONNEES NOUVEAU BOXEUR)**. Servez-vous de la manette pour sélectionner les caractéristiques voulues. Appuyez sur **FIRE** pour parcourir les options disponibles. Une fois les caractéristiques requises sélectionnées, appuyez sur **CONTINUE**.

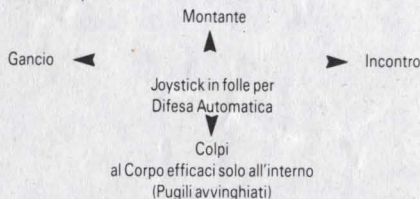
Lorsque vous créez un nouveau boxeur, vous pouvez sélectionner son rang de départ. Si par exemple vous sélectionnez **NEW PRO (NOUVEAU PRO)** vous commencerez au bas de l'échelle.

Si vous décidez de tenter le coup, appuyez sur **FIRE** pour envoyer votre boxeur au **CAMP D'ENTRAINEMENT**.

molto efficiente. Alcuni colpi sono efficaci solo all'INTERNO (INSIDE), mentre altri sono efficaci solo all'ESTERNO (OUTSIDE).

Studia stentamente quanto segue:

Con Fuoco premuto



Con Fuoco rilasciato



SPECTRUM

CONTROLLI:
 TASTI RIDEFINIBILI, OPPURE USA JOYSTICK SINCLAIR, KEMPSTON O PROTEK.

ISTRUZIONI DI CARICAMENTO:

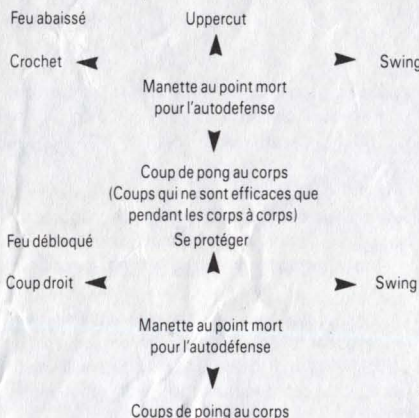
Metti il computer i modalità 64K
 Batti LOAD " " e premi INVIO.
 Premi PLAY sul registratore.

Pour préparer votre boxer, il vous faut tout simplement vous déplacer vers une zone et appuyer sur **FIRE**. A chaque fois que vous appuyez sur le bouton, cette zone bénéficiera d'encore une semaine d'entraînement. Vous pouvez vous déplacer vers n'importe quelle zone et y consacrer jusqu'à 9 semaines à condition de ne pas dépasser le nombre de semaines qui restent avant le match.

LE MATCH

Pour réussir dans le ring il faut avoir le punch. Alors il y des coups qui ne sont efficaces que pendant les corps à corps, et d'autres qui le sont seulement lorsque les boxeurs se sont écartés l'un de l'autre.

Voilà comme cela se présente:



AMSTRAD

CONTROLLI:
 TASTI RIDEFINIBILI, OPPURE USA IL JOYSTICK.

Amstrad

454: Premi CTRL ed INVIO piccolo.
 6128: Batti i TAPE e premi RETURN.
 Premi CTRL ed INVIO piccolo.

CBM 64/128

CONTROLLI

Usa il joystick nella porta 1 nel gioco da solo.
 Usa il joystick nella porta 1 e 2 nel gioco a due.

ISTRUZIONI DI CARICAMENTO:

Tieni schiacciato il tasto SHIFT e premi RUN/STOP.

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BARRY McGUIGANS WELTMEISTERSCHAFT IM BOXEN

Herzlichen Glückwunsch! Sie sind zur Teilnahme an Barry McGuigans Weltmeisterschaft im Boxen eingeladen. Stählerne Muskelkraft ist auf jeden Fall von Vorteil — doch den Titel zu erringen erfordert mehr . . . wie beispielsweise Strategie, Finesse, blitzschnelle Reflexe und eine geistige Zähigkeit, vor der die meisten Spiele zurückschrecken.

SPIEL MIT 2 SPIELERN

Durch Wahl des Spiels für 2 Spieler gehen Sie unmittelbar zum **CIRCUIT STATUS** Menü. Hier wählen die Spieler je einen Kämpfer. Spieler 1 beginnt, indem er mit dem Joystick einen der 18 Boxer aussucht.

SPIEL MIT 1 SPIELER

Durch Drücken von 'Feur' wird ein vorher geschaffener Boxer geholt. Alle den Boxer betreffenden Einzelheiten bleiben

(Coups qui ne sont efficaces que quand les boxeurs se sont écartés).

SPECTRUM

COMMANDES

TOUCHES REDEFINISSABLES. OU BIEN SE SERVIR DE LA MANETTE SINCLAIR/KEMPSTON/PROTEK.

INSTRUCTIONS DE CHARGEMENT

Mettez la machine en mode 48K.

Tapez LOAD " " et appuyez sur ENTER.

Appuyez sur PLAY sur la cassette.

AMSTRAD

COMMANDES

TOUCHES REDEFINISSABLES, OU BIEN SE SERVIR DE LA MANETTE

454: Appuyez sur CTRL et petit ENTER.

6128: Tapez TAPE et appuyez sur RETURN.

Appuyez sur CTRL et petit ENTER.

CBM 64/128

COMMANDES

1 joueur — manette porte 1.

2 joueurs — manette portes 1 et 2.

INSTRUCTIONS DE CHARGEMENT

Maintenez la touche SHIFT abaissée et appuyez sur RUN/STOP.

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CAMPIONATO MONDIALE DI BOXE BARRY McGUIGAN

Congratulazioni. Sei stato invitato a partecipare alla sfida per il Campionato Mondiale di Boxe Barry McGuigan. La forza bruta certamente serve, ma per la conquista del titolo ti occorre ben

im Speicher, während der Computer eingeschaltet bleibt.

Durch Anwählen der NEW BOXER Option werden alle vorherigen Boxer gelöscht.

Auf dem NEW BOXER FEATURES Bildschirm erscheinen nun die verschiedenen Eigenschaften des Boxers, die mit dem Joystick zu wählen sind. Um die verschiedenen Möglichkeiten zu durchlaufen, wird 'Feur' gedrückt. Wenn Sie mit Ihrer Wahl zufrieden sind, geht's durch Anwahl von CONTINUE weiter. Wenn man einen neuen Boxer schafft, kann man seinen Anfangsgrad wählen. Bei Wahl von NEW PRO beginnt man ganz unten.

Wenn Sie die Herausforderung akzeptieren (ACCEPT), schicken Sie Ihren Boxer durch Drücken von 'Feur' ins Trainingslager (TRAINING CAMP).

Um den Boxer zu trainieren, geht man einfach in ein Feld und drückt 'Feur'. Mit jedem Druck der Feuertaste wird dem jeweiligen Feld eine weitere Woche zugeteilt. Sie können in ein beliebiges Feld gehen und bis zu 9 Wochen bekommen, vorausgesetzt. Sie überschreiten nicht die bis zum Kampf verbleibende Anzahl an Wochen.

KAMPFZEIT

Um Erfolg im Boxring zu haben, müssen Sie eine gute Stoßtechnik entwickeln. Einige Stöße sind nur im Nahkampf (INSIDE), andere nur bei Abstand der Boxer voneinander (OUTSIDE) wirksam.

So wird's gemacht:



altro . . . per esempio strategia, finenza, riflessi fulminei e una forza di volontà che altri giochi non osano richiedere.

GIOCO A DUE

Quando scegli il GIOCO A DUE, vai dritto al menu **SITUAZIONE CIRCUITO**. Qui, ciascun giocatore seleziona un pugile. Il giocatore uno inizia per primo usando un joystick per puntare ad uno dei 18 pugili del circuito.

GIOCO DA SOLO

Premendo Fuoco, OTTIENI il pugile che avevi creato precedentemente. Tutte le statistiche del pugile sono salvate in memoria fino a quando il computer rimane ACCESO.

Se scegli l'opzione **PUGILE NUOVO (NEW BOXER)**, tutti i pugili scelti prima vengono CANCELLATI.

Quando vieni sollecitato dalla videata **NEW BOXER FEATURES (CARATTERISTICHE NUOVO PUGILE)**, usa il joystick per puntare sulle varie caratteristiche. Per procedere tra le scelte disponibili, premi Fuoco. Quando sei soddisfatto della scelta, selezione CONTINUE (CONTINUA).

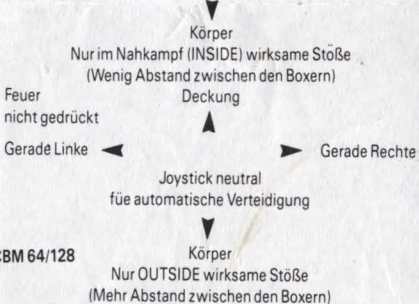
Quando crei in nuovo pugile, puoi scegliere il suo rango di inizio. Se selezioni **NEW PRO (PROFESSIONISTA NOVELLO)**, inizi dal fondo.

Se ACCETTI la sfida, premi Fuoco per mandare il tuo pugile in **ALLENAMENTO (TRAINING CAMP)**.

Per allenare il tuo pugile, basta spostarsi su una data area e premere Fuoco. Ogni volta che premi il bottone, viene assegnata un'altra settimana a quell'area. Puoi spostarti su qualsiasi area e assegnare fino a 9 settimane, a patto di non superare il numero complessivo di settimane che mancano all'incontro.

INCONTRO

Per avere successo sul quadrato, dovrai diventare un pugile



CBM 64/128

SPECTRUM

STEUERUNG:

Tasten neu belegbar oder Sinclair, Kempston oder Protek Joystick.

LADEANWEISUNGEN:

Betriebsart 48k wählen.

LOAD " " eintippen und ENTER drücken.

PLAY auf Kassettenrecorder drücken.

AMSTRAD

STEUERUNG:

Tasten neu belegbar oder Joystick.

LADEANWEISUNGEN:

464 CTRL und kleine ENTER-Taste drücken.

6128 i TAPE eintippen und RETURN drücken.

CTRL und kleine ENTER-Taste drücken.

STEUERUNG

1 Spieler — Joystick Port 1. 2 Spieler — Joystick Port 1 und 2.

LADEANWEISUNGEN:

Bei niedergehaltener SHIFT-Taste RUN/STOP drücken.